

OMAHA POKER

Omaha Poker is frequently called Four Card Hold-Em because, except for a couple of variations, both games are the same. The differences are: players are each dealt four cards in Omaha vs. two in Texas Hold-Em and players **MUST** use exactly two cards of their four, along with three of the common cards exposed on the table in order to form their five-carded poker hand. The traditional rankings of hand apply.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to continue and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hands. *Using exactly two of their personal four cards and three of the five communal cards*, the active player with the best high hand is awarded the pot.

Value of high hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. 3 of a Kind
7. 2 Pair
8. 1 Pair
9. no Pair

OMAHA HI - LO SPLIT POKER

Omaha Hi - Lo Split Poker is played the same as Omaha Poker with some variation. Omaha Hi Lo Split Poker uses a standard 52- card deck, generally without the Joker. As in Omaha Poker, player must use two of their four personal cards along with three of the common five to form a traditional poker hand high and/or low. They may use a different set of two cards to form each hand. At the showdown time the best high hand and the best low hand will split the pot. If the game is played with a qualifier for low and there should be no low, the entire pot is awarded to the best exposed high hand. A player may make the best hi and best low to win the entire pot.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to continue and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round

Value of high hand in sequence;

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. Straight
7. 3 of Kind
8. 2 Pair
9. 1 Pair
10. no Pair

Value of low hand in sequence:

1. A,2,3,4,5
2. A,2,3,4,6
3. A,2,3,5,6
4. 2,3,4,5,6
5. A,2,3,4,7
6. A,2,3,5,7
7. A,2,3,6,7
8. A,2,3,4,8
9. A,2,3,5,8
10. A,2,3,6,8

TEXAS HOLD-EM

Texas Hold-Em is played using a standard 52-card deck. The object is to make the best high hand among competing players using the traditional ranking of poker hands.

Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent rounds the action is begun by the first active player from the button.

Each player is dealt two down cards, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to contend and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hand. Using the best of their personal two cards and the five communal cards, the active player with the best five-carded high hand is awarded the pot.

Players may use two, one or none (playing the board) of their personal cards to form their hand.

A new player entering a Hold-Em game may either choose to wait for his/her big blind or post his/her big blind. If he/she posts the largest blind, it does act as his/her opening bet and may either call or make the prescribed raise in turn.

If the blinds pass a player's position while away from the table, the player may resume play by posting total amount of blind. The small blind goes to the center of the pot, while the big blind is live. The player may also just wait for his/her big blind.

Players who are dealt less cards than called for will receive a card from the top of the deck after the deal is completed. If a player is dealt an additional card, the Floorperson will retrieve a card at random and it will become the burn card. If it is discovered after substantial action, all moneys, antes and blinds are forfeited by the player.

If the flop has the incorrect number of cards (too many), it is taken back and re-shuffled except the burn card will remain burned. No new burn card will be used.

If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional one will be used for this flop.

If a dealer turns up the fourth card on the board before the round of betting is completed, the card will not play. Betting for that round is completed, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card.

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If the fifth card is turned up before betting is complete, it shall be reshuffled as in the previous rule.

Value of high hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. 3 of a Kind
7. 2 Pair
8. 1 Pair
9. no Pair

Rules for No Limit Texas Hold'em

The game is played the same as all Texas Hold'em games, two personal down cards with five community cards. A player makes his best five-card poker hand with any combination of the seven cards.

No limit hold'em is played with designated blinds. A player may bet any amount on any betting round, from the minimum bet to all his chips. Table stakes rules apply, i.e., a player can only bet or call the amount of chips he has on the table at the time.

The current structure at Diamond Jim's Casino is \$3 and \$5 blinds, and an initial \$200 buy-in. The minimum bet is \$5. After the initial buy-in a player may buy again if he has \$100 or less in chips. He may at this time buy enough chips to bring his total up to a maximum of \$200. Buying additional chips that do not bring a player's total up to at least \$100 is considered a short buy.

HOLD-EM HI-LO SPLIT POKER

Hold-Em Hi-Lo Split Poker is played with a standard 52-card deck, generally without the Joker. The method of play is just like Texas (two card) Hold-Em, except at showdown time, the best qualifying low hand will split the pot with the best high hand. Should there be no player holding a low qualifying hand, the entire pot is awarded to the best exposed high hand.

Value of high hand in sequence;

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. Straight
7. 3 of Kind
8. 2 Pair
9. 1 Pair
10. no Pair

Value of low hand in sequence:

1. A,2,3,4,5
2. A,2,3,4,6
3. A,2,3,5,6
4. 2,3,4,5,6
5. A,2,3,4,7
6. A2,3,5,7
7. A,2,3,6,7
8. A,2,3,4,8
9. A,2,3,5,8
10. A,2,3,6,8

FAST ACTION HOLD-EM POKER

Fast Action Hold-Em Poker is played using a standard 52-card deck. The object is to make the best high hand among competing players using the traditional ranking of poker hands.

Blinds are posted as in many other poker games.

Each player is dealt two down cards, one at a time in rotation, in turn.

A round of betting ensues for players who wish to continue and contend for the pot.

Five cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

All active players expose their hands. Using the best of their personal two cards and the five communal cards, the active player with the best five-carded high hand is awarded the pot.

Players may use two, one, or none (playing the board) of their personal cards to form their hand.

Value of hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
3. Full House
4. Flush
5. 3 of a Kind
6. 2 Pair
7. 1 Pair
8. no Pair

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ACROSS 'EM POKER AND CUTTING CORNERS TOO.

The game is played using a standard 52 card deck with a Joker added making 53 cards.

The Joker is good for Aces, Straights, and Flushes.

All players are dealt two down cards. There are five community cards, dealt face up in the center of the table in predetermined positions. The fifth community card dealt will occupy the center position.

Players must use his/her two down cards to make a hand. Only three community cards may be used for five card Poker hand. **The center fifth community card must be used to make a hand.** Standard Poker rankings for best hand apply, and the best hand wins.

Value of hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Straight
6. 3 of a Kind
7. 2 Pair
8. 1 pair

Management reserves the right to make decisions in the best interest of the game. All management decisions are final.

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LOW BALL

Low Ball is a Draw Poker game where the lowest five card poker hand wins. It is played with the standard 52-card deck and one Joker added making 53. The Joker must be used as the lowest card not already present in the player's hand.

Typically the first two or three players post blinds, which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played.

Players post their blinds and are dealt five cards face down, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to continue and contend for the pot.

Active players may elect to discard any number of their original cards if they choose, and have a like number replaced, in an effort to improve their final hand.

There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw may or may not be twice the amount before the draw.

In Low Ball there is no check and raise.

When a player sits down he/she has two options:

1. Wait for the big blind
2. Kill the pot in any position.

A player may look at two cards and kill the pot (double the big blind). When a pot is killed, the betting limits before and after the draw are doubled. The kill is last to act.

If you are asked how many cards you drew by another active player you are obligated to respond until there has been action after the draw.

Before the draw, exposed cards of five and under must be taken. An exposed card higher than five must be replaced after the deal has been completed.

After the draw, exposed cards cannot be taken. The draw will be completed and then the exposed card will be replaced.

You may not check a seven or less to win the total pot. If a seven or less is checked, provided it is the best hand, all action after the draw is void. If you check any hand seven or less after the draw, you cannot win any subsequent bets although you are still eligible to win whatever existed in the pot before the draw. However if you check a seven or less, and are beaten by a better hand, you will lose the entire pot including any additional calls you make.

A seven or less may call a short all in bet after the draw and win. If someone overcalls the short bet behind, they will receive their money back. If the seven or less fulfills his/her obligation by making a full bet, all subsequent action will stand.

MEXICAN STUD POKER

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No string bets or raises.

One short buy is allowed for every full buy-in (1 full, 1 short, 1 full, etc.).

Only the player with the dealer button may ask for an additional shuffle.

If you show any cards to one player during or after a hand, any player at your table may demand that you show those cards to all players after a winner is determined.

No rabbit hunting. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.

All players will act in turn. If a player checks, the player who checked first must show his/her hand first.

A player who indicates action toward betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise he/she will not be held to that unless action has been taken behind this act.

House rules may apply, but must have prior approval of the Chief of Police. Management reserves the right to make decisions in the best interest of the game. All management decisions are final.

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PINEAPPLE HI POKER

Pineapple-Hi Poker is played like Texas Hold-Em except:

1. Players receive three down cards each in Pineapple-Hi vs. Two down cards in Texas Hold-Em.
2. Players must discard one of the three down cards if they decide to continue the game and contend for the pot.

All general poker rules and Hold-Em rules apply to Pineapple-Hi Poker.

Blinds are posted as in many other poker games.

Each player is dealt three cards, one at a time, in turn.

A round of betting ensues for players who wish to continue and contend for the pot. Players who chose to remain must discard one of their three down cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pots.

Three cards are turned face-up in the middle of the table.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hands. Using two, one or none of their two cards and the five communal cards, the active player with the best five card high hand is awarded the pot.

Value of high hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. 3 of a Kind
7. 2 Pair
8. 1 Pair
9. no Pair

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CRAZY PINEAPPLE POKER

Crazy Pineapple poker is played exactly like Pineapple Hi Poker with one exception, that is, players who wish to remain in contention for the pot discard one of their personal three cards after the three communal cards are exposed on the table vs. before as in Pineapple Hi Poker.

Pineapple Poker games can also be played Hi-Low.

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SEVEN CARD STUD

Seven-Card Stud used a standard 52-card deck, generally without the Joker. Traditional rankings of hands apply.

Players ante, the size of which is relative to the stake of the game.

Players are dealt three cards in-turn, in rotation, two face-down, one face-up.

Round of betting.

Active players are dealt one card, face-up. (Fourth).

Round of betting.

Active players are dealt one card, face-up. (Fifth)

Round of betting.

Active players are dealt one card, face-up. (Sixth)

Round of betting.

Active players are dealt one card, face-down. (Seventh)

Final round of betting.

Showdown. Active players expose all of their cards. Best five-card poker hand in traditional order wins.

Most seven-card stud games have structured betting. In a structured betting game such as \$2, \$4, the smaller bet is made on the first two betting rounds, and the larger bet is made after the fifth, sixth and seventh cards. If there is an open pair on the fourth card, the players have the option of making the smaller or larger bet. Spread limit games may be offered.

In Seven-Card Stud, the low card initiates the action and the high hand is first in each subsequent round. The ranking of suits is used only to determine the lowest or highest card for a forced bet. Suits are ranked Spades (highest), Hearts, Diamonds, Clubs.

If a player antes and/or asks to be dealt in, but is unable to make it back to the table, he/she forfeits his/her ante and forced entry bet if applicable.

If a player folds his/her hand after making a forced bet or on a round of checking, his/her seat will continue to receive a card until there is a wager.

If a player has the incorrect number of cards on the deal, the player will receive his/her ante back and will be out of the hand. If it is not discovered immediately and the player takes action on his/her hand, the hand is foul and all rights to the pot and moneys involved are forfeited.

If a player's first or second hole card is accidentally turned up, the third card is dealt face down. If both hole cards are dealt face up, the player has a dead hand and receives his/her ante back.

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If a dealer burns two cards or fails to burn a card, move the cards to the right position to rectify the error. If it happens on a down card and you cannot tell which card it was, then the player must accept the card.

If a dealer burns and deals a card before a round of betting has been completed, that card or cards must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting is finished, play resumes in normal fashion.

If any player other than first position, receives his/her last card face up, all other players will receive their last card face down. The player or players whose card was exposed has two options.

Declaring "all-in" for the portion of the pot already played. All other betting will be on the side.

May continue to be active in any further action in the pot on the final round.

If the player's final card is exposed, all the rest of the player's cards will be exposed. The player who was high on sixth street remains first to act and all action stands.

If there are not enough cards left in the deck for each player the following will happen:

1. The dealer will deal all cards except the last card. He/she then scrambles the last card and the burn cards, cuts the deck, burns a card and delivers the remaining down cards, using the last card if necessary.

2. If there are five players remaining without a card, the dealer will not burn and deliver the cards. If the dealer finds that there are still not enough cards using the previous procedure, he/she will announce the use of a community card. The dealer will then burn a card and turn up a card in the center of the table. (Community card). The card plays in everyone's hand. The player who falls high on board -using the community card- initiates the action.

Players who pick up or turn over any of their up cards after a bet is made, risk losing all rights to the pot.

Players who call when they are beat by their opponent's up cards are not entitled to a refund.

Value of high hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. 3 of a Kind
7. 2 Pair
8. 1 Pair
9. no Pair

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SEVEN CARD STUD LOW (RAZZ)

Razz is played with a standard 52-card deck, generally without a Joker. Razz is simply Seven Card Stud played for low, that is the traditional ranking of poker hands is reversed. The lowest ranked hand is now the best hand. Best possible hand is 5 - 4 - 3 - 2 - Ace. In Razz, the high card has the forced opening bet and the low hand is first to act thereafter. Contrary to Low-Ball, check and raise is permitted.

SEVEN CARD STUD HI-LO

Seven Card Stud Hi-Lo is played the same as Seven Card Stud with some variation. Seven Card Stud Hi-Lo uses a standard 52-card deck, generally without the Joker. Players try to make the best high hand and the best low hand using any combination of five cards out of the seven in their hand. The low card initiates the action on the first round, with an Ace counting as a high card for this purpose. On subsequent rounds the high hand initiates the action. In a structured limit game, an open pair has no option of making the smaller or larger bet as in Seven Card Stud. If the game is played with a qualifier for low, and there should be no low, the entire pot is awarded to the best exposed high hand. A player may make the best hi and best low to win the entire pot.

Value of high hand in sequence;

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. Straight
7. 3 of Kind
8. 2 Pair
9. 1 Pair
10. no Pair

Value of low hand in sequence:

1. A,2,3,4,5
2. A,2,3,4,6
3. A,2,3,5,6
4. 2,3,4,5,6
5. A,2,3,4,7
6. A2,3,5,7
7. A,2,3,6,7
8. A,2,3,4,8
9. A,2,3,5,8
10. A,2,3,6,8

The players can use the Ace to make both the high and low hands.

The qualifier for a low hand in 7-Card Stud Hi-Lo is eight or better (five cards eight or lower that are not paired.)*

In the event of 'ties' in poker games, the 'pot' is split amongst players who tie.**

PAN

Pan is played with 320 cards; 8s, 9s, 10s, and Jokers are omitted. Chips are used for settlement. Additional cards (Spades) *may* be deleted.

The object of the game is to have eleven cards, face up in front of you, on the table in valid melds. The first player doing so is the winner and receives from each player with cards and chips (also those with hands that are fouled) the total value of his/her melds as they lay, two for winning the hand plus the tops (antes), which must be given to him/her last. he/she is the first player dealt to on the next hand.

Rank of Cards

Cards in each suit rank K (high), Q, J, 7, 6, 5, 4, 3, 2, a. The jack and seven are in sequence. There is no rank of suits, except that Spades pay double in some cases (see Conditions).

The Draw

Cards are always dealt to the right (counter clockwise) not to the left as in most games. They are dealt five cards at a time, in the beginning deal, four cards are turned down and the fifth card is turned up to each player. The lowest card up is the eldest hand. From then on, the winner of each hand is dealt to first, and is first to act.

The Shuffle

The Pan dealer (mucked) is responsible for shuffling the deck. After each hand, the discards are shuffled with a portion from the back of the deck, to which position these cards are then restored.

The Deals

The dealer (mucked) gives each player ten cards, in two rounds of five at a time, beginning with the winning player. For the deal he/she takes cards from the front of the deck, restoring any excess to the front of the deck.

Going On Top

Before play starts, each player beginning with the winning hand declares whether he/she will stay in the play or retire. If he/she retires, he/she discards his/her hand and forfeits his/her ante. Hands discarded by retiring player are not returned to the deck, but are set aside so that they may not be drawn in play. The forfeits go to the player who goes out.

The Play

Starting with the player to the right of the dealer, each in turn draws one card, from the top of the deck or from the top of the discard pile. If he/she takes the top card of the deck, he/she must immediately use it in a meld or discard it. He/she may draw from the discard pile only if: 1) the top card of the discard pile was drawn from the deck and discarded by preceding player; and 2) he/she can immediately meld this card in a combination.

After drawing and before completing this turn by discarding one card face-up, the player may meld as many sets as he/she holds, or add to his/her existing melds.

The object of play is to meld eleven cards, the first player to do so wins the game.

Melds

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Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called ropes) and sets.

Sequence

Any three card in sequence of the same unit, as Heart Q, J, 7.

Set

Three cards of the same rank and of different suits, as Heart 4, Spade 4, Club 4, or of the same suit, as Club QQQ. In addition, any three aces or any three kings form a set regardless of suit, as Diamond A, Diamond A, Club A.

Conditions

Certain melds are called condition. On melding a condition, the player immediately collects chips from every player, as follows:

All threes, five's, and sevens are vale (pronounced valley) cards, that is cards of value. Cards of other rank are non-vale.

The Conditions are:

1. Any set of vale cards, not in the same suit, 1 chip.
2. Any set of vale cards, in the same suit, 4 chips in Spades, 2 chips in any other suit.
3. Any set of non-vale cards, in the same suit, 2 chips in Spades, 1 chip in any other suit.
4. Any sequence of A, 2, 3, in the same suit, 2 chips in Spades, 1 chip in any other suit.
5. Any sequence of K, Q, J, in the same suit, 2 chips in Spades, 1 chip in any other suit.

Increasing

A player may add one or more cards to any of his/her melds, provided that the character of the meld is preserved. To a set of different suits he/she may add any card of the same rank, to a set of the same suits, another of the same rank and any suit. When such cards are so added to a condition, the player collects the value of the original condition for each additional card, except that only half the value is paid for additional to a set of three vale cards in the same suit (2 chips in Spades, 1 chip in any other suit).

One meld may be split into two by the addition of cards, provided that two valid melds results. For example: Diamond J, 7, 6, 5, may be split into two melds by the addition of Diamond Q, 4. The advantage in splitting is to increase the number of open ends. If splitting a meld creates a condition, the player collects for this condition, 2 chips in Spades, 1 chip in any other suit. For example: the player had melded four 4s, one of the same suit he/she make two valid melds, one of them a condition.

Borrowing

A player may take a card from one of his/her increased melds to make a new meld, provided he/she leaves a valid meld. For example: From Club 7, 6, 5, 4, he/she may borrow either 7 or 4, but not the 6 or 5.

Forcing Cards

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If the top of the discard pile can be added to a meld of the player to whom it is available, any other player may, if he/she desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him/her to make a discard, thereby possibly breaking up a prospective combination.

Going Out

When a player shows eleven cards in melds, he/she collects two chips from every player and also collects all over again for each condition in his/her cards.

When a player has all ten cards spread, the player at his/her left may not discard a card that puts his/her right-hand opponent, unless the Player at the left has no other possible choice.

Irregularities

If, before he/she has made his/her first draw, a player finds he/she has nine cards, dealer will serve him/her the additional card. If a player has eleven cards, the dealer withdraws the excess card from a player's hand and puts the card among the discarded hands of retired players. If a player has been dealt less than eight cards or more than twelve cards, the hand is dead and the player's ante will be returned.

If a player's hand is found incorrect after he/she has made his/her first draw, he/she must discard his/her hand, retire from that deal and return all collections he/she has made for conditions. In addition, he/she must continue to make due payments to others for conditions and for winning.

Incorrect Meld

If a player lays down any spread not conforming to the rules, he/she must make it valid on demand. If he/she cannot do so, he/she must return any collections made in consequence of the improper spread and legally proceed with his/her turn. If he/she has already discarded, he/she must return all collections he/she had made on that hand, discard his/her hand, and retire from play until the next deal, but must continue to make due payments to others for conditions and winning. However, if he/she has made the meld valid before attention is called to it, there is no penalty.

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SUPER PAN 9

Super Pan 9, hereafter called Pan 9, is played with multiple decks (eight to twelve) with the sevens, eights, nines and tens removed. There is no Joker.

Players are each dealt three cards face-down, one at a time, in turn, in rotation, and have the option to draw an additional card.

Card have the following value:

Ace = 1
Deuce = 2
Trey = 3
Four = 4
Five = 5
Six = 6
Jack = 10 (0)
Queen = 10 (0)
King = 10 (0)

Examples of sum totals (numerical values):

6, 6, 5 = 17 or 7
A, A, Q, 5 = 7
5, 5, K, 6 = 17 or 6
2, 4, 2 = 8
6, 5, J, 3 = 14 or 4
K, K, Q, 6 = 6

Pan 9 is played on a poker-style table which is uniquely marked. Players are accommodated while seated at the table, or as backline bettors standing behind seated players. The table tops are marked identically in each seating section with betting squares for the wagers made by the seated players and backline bettors.

In addition, there are two rectangular boxes, one placed horizontally, the other vertically in relation to the player. The player places his/her cards in one of these boxes to indicate what action should occur. If the player elects not to draw an additional card, he/she places his/her original three cards in the vertical box, the one closer to the dealer. If the player wants to draw a card, he/she so indicates by placing his/her original three cards in the horizontal box, the one closer to him/her. In the latter case, this indicates that the dealer should subsequently deal the player a fourth card which is placed in the vertical box.

The Designated Player/Dealer's hand should not be exposed until the dealer sees that all vertical boxes contain either the three original cards, or an additional fourth, the draw card. The object of the game is to get a card count of 9, or as close to 9 as possible. When the total is 10 or more, only the right-hand digit counts. (For example, a hand with two 6s and a 4 would total 16, but its card count would be 6. A hand of two 5s and a King would have a hand count of 0.)

In each round of play, the Designated Player/Dealer will select the position to be dealt to first by shaking the dice cup. The house dealer will place the action button at the position indicated by the dice count (counting from the designated player position). The cards are dealt from the shoe

Diamond Jim's Casino Rules.doc

Games Rules

to each active player starting with the action button.

The Designated Player/Dealer is the last to play. Unlike the other seated players, the designated player may not touch or look at his cards. After all players have arranged the hands, the house dealer will turn up the designated Player/Dealer's cards.

The Designated Player/Dealer's three-card hand will be handled according to the following guidelines:

If the total is 0, 1, 2 or 3, the house dealer will automatically draw a card for Designated Player/Dealer.

A total of 4, 5 or 6 is an option for the Designated Player/Dealer to draw or stand.

A total of 7, 8 or 9 – there is no option, the Designated Player/Dealer MUST stand.

The Designated Player/Dealer's position cannot win or lose more than the original wager. There is no obligation to cover any other bets.

A round of play ends when all hands have been resolved starting from the ACTION position. ALL HANDS MUST BE OPENED, EVEN IF MONEY DOES NOT COVER.

In turn, each player has the option to retain the Designated Player/Dealer position for no more than two consecutive hands. Or he may pass the Designated Player/Dealer position to the next active player (that is, a player having bet in the next position on the previous hand).

AB 1416 Section 330.11

1. The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands.
2. There must be intervening player/dealer so that a single player cannot have repeated deals with in the meaning of (Oliver v. County of Los Angeles) (1998)66 Cal. App.4th 1397, 1408-09, in addition to, within the meaning of (AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code,) relation to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.
3. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.
4. Player/dealer are never required to cover all opposing players, wager
5. The house never participates as a player/dealer
6. The house never takes a percentage of the game
7. There is no maximum amount on the player dealers wager.

PAI GOW POKER

Pai Gow Poker is played with a standard 52-card deck with one joker added, making 53. Each player is dealt seven down cards from which they form two hands, a front two-card hand and a five-card hand. The back five-card hand must be of a higher ranking than the front two-card hand. Traditional poker rankings are used to determine winners. When players' hands are compared to the Designated Player/Banker's hands, both hands must be of higher ranking to win. If both are of the same or of lower ranking, the Designated Player/Dealer wins. If one hand is lower and one higher, it is a push and neither wins.

Play rotates clockwise. Each player has the option:

- 1) To be the Designated Player/Dealer for two consecutive hands:**
- 2) For only one hand then pass that privilege, or**
- 3) Refuse the option entirely, in which case it is offered to the next player.**

As in many other games, several players may wager on the same hand, frequently called backline betting.

Player makes a bet.

The dealer deals seven piles of down cards of seven each, in turn, in rotation in the middle of the table.

The Designated Player/Dealer selects which pile will be distributed to the first player (who is randomly selected in the next step). The dealer identifies the hand by placing a button marked 'ACTION' in front of the player so designated as first player.

The Designated Player/Dealer shakes a dice cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards (identified in a previous step) will be distributed.

Each pile of seven cards are distributed to each seat at the table.

Cards distributed to seats without a wager are collected by the dealer.

Players form two hands, a two-card and a five-card hand.

When all players' hands have been set, the dealer exposes the Designated Player/Dealer's hand, and sets it according to the Designated Player/Dealer's instructions.

Each player's hand is compared to the DP/D hand to determine the winner according to the criteria in the above paragraphs.

Bets are collected and paid only to the extent the DP/D's money is in action.

A boxed or exposed card on the deal will be replaced by the first of the remaining four cards at the end of the deal.

Pai Gow Rules (continued)

A MISDEAL WILL BE DECLARED IF:

- 1) A Joker or Ace is exposed or boxed.**
- 2) Two or more cards are exposed or boxed.**
- 3) The DP/D does not have correct number of cards**

A PLAYER HAS A FOUL HAND IF:

- 1) Two-card front hand is stronger than the five card back hand.**
- 2) The player does not have the correct amount of cards in either the front or back hand.**

AB 1416 Section 330.11

1. The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands.
2. There must be intervening player/dealer so that a single player cannot have repeated deals with in the meaning of (Oliver v. County of Los Angeles)(1988)66 Cal. App.4th 1397, 1408-09, in addition to, within the meaning of (AB1416, Wesson's Bill, an act to add section 330.11 to the Penal Code), relation to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.
3. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.
4. Player/dealer is never required to cover all opposing player's wager.
5. The house never participates as a player/dealer.
6. The house never takes a percentage of the game.
7. There is no maximum amount on the player/dealer's wager.

NO BUST

BLACKJACK

VALUES OF CARDS

A single or plural deck of standard cards is used for playing of the game. If multiple decks are used one Joker is added to each deck.

- All cards have their face value.
- Joker is a "Wild" card. Aces are 1 or 11.
- Picture cards have value of 10.

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1or 11
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	10
11.	Jack	10
12.	Queen	10
13.	King	10
14.	Joker	Wild

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two UP cards. After all players, including the player /dealer, have received their initial two cards, starting from the next clockwise position from the player /dealer, players may receive additional (hit) up cards. Players may draw as many cards as permitted. -

Rules for Players		
Must Stand on	Must Hit on	Have Option on
	<u>11 or Less</u>	<u>12</u>
		<u>13</u>
<u>Soft&Hard 20</u>		<u>14</u>
<u>Soft&Hard 21</u>		<u>15</u>
<u>Natural 22</u>		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

PLAYER- DEALER& DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands and avoid a bank game. The person in player/dealer position may not act as player/dealer position more than two consecutive times

. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.

Player/ dealers are never required to cover all opposing players' wagers. The house never participates as a player/ dealer. The house never takes a percentage of the wager placed in the game.

There is no maximum on the player /dealer's wager.

The following chart outlines the rules regarding player/dealer drawing procedure. After all players have exercised their rights to draw additional cards, the player/ dealer may receive his/her draw cards. Player/ dealer may draw as many cards as permitted.

Rules for Player / Dealer		
Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

OBJECT OF THE GAME

The object of the No Bust Blackjack for the players is to, upon receiving the initial two up cards, add the numerical values of the cards of the hands and:

- Draw additional cards if needed.
- Achieve the best possible point total "Natural 22".
- "Natural 22" is two Jokers, two Aces, and an Ace-Joker, and beats all other hands.

GAME RULES

The following are game rules for No Bust Blackjack.

1. If a player's total is more than "Natural 22", and the Player/ Dealer's total is "Natural 22" or less..... **Player /Dealer Wins.**
2. If a player's total is "Natural 22" or less, and the player /dealer's Total is more than "Natural 22".....**Player Wins.**

3. If a player's total is more than (Natural 22), and the player/ dealer's is more than (Natural 22)
 - A) Player / dealer is closer to Natural 22**Player/ Dealer Wins.**
 - B) Player is closer to Natural 22..... **Push.**
4. **Player / Dealer win all ties over "Natural 22".**

DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

- 1- Players can double- down on any two cards and receive one draw card card.
2. Players cannot split, double down or surrender any hand with a Joker.
3. Players splitting:
Any pair or any two cards of 10-point value will receive multiple draw cards.
4. Players may double down after split.
5. Multiple splitting is permitted (up to 3 times)
6. Player's Joker-Joker, Ace-Ace, and Ace-Joker pays 3 to 2.
7. Players can surrender on their first 2 card, and forfeit half of their wager, unless the player-dealer's up-card is an Ace.
8. If the player -dealer's hand is a natural, double down and split wager receives no action.
9. All pay-off to the extend that player/dealer's money covers.

ADDITIONAL GAME RULES

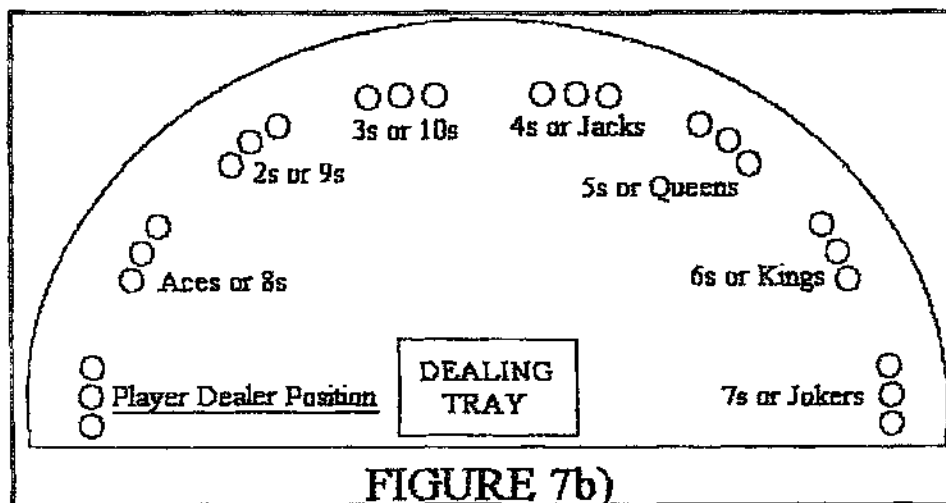
1. A hand with a Joker considered frozen, and cannot receive any further action.
2. If the Player/ Dealer's up card is a Joker, all hands are frozen. Players may not surrender, split, double down or draw.
3. A joker with any card or cards is a hard 21.

4. Players with non-joker hands have the option to draw additional cards.
5. The game is played with a standard six decks of 52 cards with one joker per deck.
6. The game plays on a blackjack style 8 hands table.
7. The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.
8. Proposition Players only prescribed by law are permitted to play and hold player/dealer position.
9. Backline betting is allowed. Each seat has three betting circle for Ante bet. The game is eight handed.
10. "Round of Play" .Players chooses their spots around a high, blackjack style table. Dealer takes collection based on the table limit. Players must post minimum wager or more in accordance with table limits. Cards are dealt clock wise starting from left of the player/dealer position.

11. PLAYER DEALERS' HAND AND DRAW CARDS:

The dealer draws after all players have drawn. At this time the dealer has only one face up card.

- a) Remove the round dealer button from the up card and deliver one card from the shoe.
- b) Place the first draw card to the left of the up card. Position the action button accordingly, as demonstrated below.



- c) All additional draw cards will be placed on the right side of the original up card.
- d) Player dealers' drawing rules are:
 - d1) Must HIT on soft 17 or less.
 - d2) Must STAND on hard 17 or more.
 - d3) No options are given to the player/ dealers.

Diamond Jim's Casino Rules.doc
Games Rules

Caribbean Stud Poker is played with a standard deck of cards (52) all five cards are dealt face down.

Each player antes.

Each player must pay collection prior to receiving their hand

Each player makes his/her opening bet as in poker.

If player feels he/she has a hand which will beat the dealer's hand, he/she will make his/her bet. This is exactly twice the amount of the original bet. (Bet to call dealer.)

If a player feels he/she cannot beat the dealer's hand, he/she may fold and surrender his/her original bet and ante.

Dealer must have an Ace/King or higher to continue. If the dealer cannot open with an Ace/King, the hand is over, and the dealer will collect the cards and pay ante only on players who stay in the hand.

Value of hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of Kind
4. Full House
5. Flush
6. Straight
7. 3 of a Kind
8. 2 Pair
9. 1 Pair
10. No Pair High Card

NINES UP

Nines Up is played with a standard 52-card deck, or a shoe may be used to hold up to eight decks. After a player who wishes to be Designated Player/Dealer the game is located on the table, the deals each player, including the Designated Player/Dealer, four down cards. The players then set their cards into two hands each containing two cards. All hands are then set and the Designated Player/Dealer's hand is opened and compared to the players. If both of the hands win, the Designated Player/Dealer pays off to the players. If both of the players hands lose the Designated Player/Dealer will win that amount wagered. If one side of the hand wins and one side loses, the hand is declared a push.

All betting must be done before the cards are dealt. All bets are placed in front of each player or Designated Player/Dealer along with the house collection. The collection is picked up, and then the cards are passed to each player.

Each player tries to make their best two-card hand, trying to get either pairs or hands that the total points on the cards equal to nine. (Face and 10 cards have no value.) The best pair would be a pair of aces.

AB 1416 Section 330.11

1. The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands.
2. There must be intervening player/dealer so that a single player cannot have repeated deals with in the meaning of (Oliver v. County of Los Angeles) (1998)66 Cal. App.4th 1397, 1408-09, in addition to, within the meaning of (AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code,) relation to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.
3. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.
4. Player/dealer are never required to cover all opposing players, wager
5. The house never participates as a player/dealer
6. The house never takes a percentage of the game
7. There is no maximum amount on the player dealers wager.

PAIR 9

The game is played with the shoe containing six (6) to eight (8) regular fifty-two (52) card decks. Players are dealt four (4) cards with an option to draw an extra card to form two (2), two (2) card hands, one (1) for the front bet and one (1) for the back bet, with the higher ranking hand being the back hand.

A maximum wager of \$100 on the front hand and a maximum wager of \$100 on the bank hand is allowed.

The object of the game is to have two (2) hands with the higher value than the opponent's. One of the players acts as the "Designated Player/Dealer and all other hands are compared in value to his/her or her hands.

Players place their (2) two wagers (may be of different amounts) in a betting position and post the required collection.

Active players are dealt a four (4) card starting hand. Players are given the opportunity to improve their hands by drawing an extra card and discarding one of their previous four (4) or their drawn card.

Players set their hands according to the ranking by making the back hand a higher ranking than the front hand.

All the front hands are compared to the Designated Player/Dealer front hand and all the back hands with the Designated Player/Dealer back hand.

Payoffs are made by the House Dealer only. The player "Designated Player/Dealer" wins all ties.

#	Pairs	#	Points*
1	A - A	14	9
2	K - K	15	8
3	Q - Q	16	7
4	J - J	17	6
5	10 - 10	18	5
6	9 - 9	19	4
7	8 - 8	20	3
8	7 - 7	21	2
9	6 - 6	22	1
10	5 - 5	23	0
11	4 - 4	Banker	wins all copies
12	3 - 3		
13	2 - 2		

*Face cards and 10s have no point value.

*The point value is based on the last digit of the total of the two cards hand. Example: "6" + "5" = makes "1" point; another example is "7" + "9" = "6" points.

House rules may apply. Management reserves the right to make decisions in the best interest of the game. All management decisions are final.

Split-Em Up is played with a 53-card deck, a Joker acts as a wild card. The dealer deals out seven stacks of down cards in front of their dealing tray going left to right, as if to be dealing a poker game. The dealer shakes a dice cup which holds one die. The number that shows on the die is the seated player who will receive the first stack of cards going around the table. (The seventh stack is always discarded in the dealer's tray.) All players are playing against each other – no banker is needed. After all hands have been set, two cards up front and five cards behind, the dealer then in turn opens each of the two front cards and locates the best two front cards in any given hand. That player would then receive all of the front bets. The same procedure is then used opening the back hand.

Each player plays his/her or her own hand against the table. Both front and back hands have the same amount wagered on them. Only one collection necessary for both front and back hands.

If there is a tie, or push, on the winning front two-card hand or the back five-card hand, the dealer will collect the losing wagers from the remaining players and divide the amount equally between the players with the tied hands.

A player can not foul a hand unless too many cards are placed in the front or back hand. The players try to make their best front hand and, if possible, their best back hand. Each front hand plays separately from each of the back hand. A true double hand poker game.

Diamond Jim's Casino Rules.doc
Games Rules

PUSH 9

Push 9 is played using a standard 52-card deck with the Joker omitted.

All players ante.

Each player is dealt three down cards, one at time, in rotation, in turn.

A round of betting ensues.

When a player has bet or raised the limit of that game, there can be no more raises.

All action players expose their hands. If the pot is won by one player, he/she is awarded the pot.

If there is a tie (push) the pot is then divided into equal portions. If those portions total more than \$200 each player takes what he/she has won. If the amount is less than \$200, the players who have lost may buy back into the game.

Value of Hands in Sequence:

Three aces

Ace, king, queen straight

Ace, deuce, trey straight

King high straight

Picture cards

Add the hand together coming closed to 9, 19 or 29 (picture cards count 10)

FIVE CARD STUD POKER

Five Card Stud is played with a standard 52-card deck. Each player receives one card face down and one face up. They have the option of betting, calling or raising. After each betting round is completed, the dealer will in turn, deal each player one card face up, until each player has received three more face up cards (one after each betting round).

There is one betting round after the first two cards have been dealt to each player. There will be additional betting rounds on the third, fourth and fifth face up cards.

The object is to make the best poker hand using the five cards dealt to each player.

Value of hands in sequence:

2. Royal Flush
2. Straight Flush
3. 4 of a Kind
9. Full House
10. Flush
11. 3 of a Kind
12. 2 Pair
13. 1 Pair
14. no Pair

Games Rules

(5-CARD STUD - MEXICO STYLE. 41-CARD DECK)

Five Card Stud - Mexico Style is played with a "stripped" standard 53 card deck consisting of 52 cards and 1 Joker. The 8s, 9s, and 10s are removed, leaving 41 cards.

To receive a hand, each player places a collection in front of him/her in the table's playing area. The cards are dealt clockwise, beginning to the left of the dealer button.

Each player receives a total of five cards, of which one card must be face down. After the first two cards are dealt, players must turn one card up. A betting round begins with the high card forced to check or make a minimum bet. After the betting is completed players receive another card, dealt face-down. Players then turn over one of their cards, (leaving one card face-down). The betting round starts with high hand. The fourth and fifth cards are then dealt and played according to the same format. The player with the ranking hand wins the pot.

- | | |
|----------------------------------|--------------------|
| 1. 5 of a Kind (including joker) | 7. Straight |
| 2. Royal Flush | 8. Three of a Kind |
| 3. Straight Flush | 9. Two Pair |
| 4. Four of a Kind | 10. One Pair |
| 5. Flush | 11. High Card |
| 6. Full House | |

Ace may be used as a one for a small straight: "A, 1, 2, 3, 4, 5," or after a King for a large straight: "10, J, Q, K, A".

All cards 8 through 10 are removed from a regular 53 card deck (deck includes Joker, which remains). The Joker is "wild" in all cases.

The player with the highest card clockwise of the dealer button will either check or bet.

The highest hand will start the action on all following rounds. Hands are considered to be of equal value whether or not one hand may include the Joker. The closest of such hands to the dealer acts first.

If any down card is exposed by the house dealer, that player will receive his/her next card down and will be permitted to declare "all-in."

The game allows for the counting as a straight certain hands containing a non-contiguous progress of numbers due to cards 8-9-10 being removed. These hands are 4-5-6-7-J 5-6-7-J-Q 6-7-J-Q-K 7-J-Q-K-A.

If a player exposes a card, during other than prescribed times, it is not considered an exposed card and will be required to play.

Starting after the second card, a card will be burned on each round.

Check and raise is permitted. All raises must be at least equal to the size of the last bet.

English only will be permitted while hand is in play.

Cards speak -- hold your hand until you are sure of what your opponent has.

Once a card touches the muck, that hand is considered fouled. However, at the Floorperson's discretion, it may be considered retrievable.

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Games Rules

No string bets or raises.

One short buy is allowed for every full buy-in (1 full, 1 short, 1 full, etc.).

Only the player with the dealer button may ask for an additional shuffle.

If you show any cards to one player during or after a hand, any player at your table may demand that you show those cards to all players after a winner is determined.

No rabbit hunting. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.

All players will act in turn. If a player checks, the player who checked first must show his/her hand first.

A player who indicates action toward betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise he/she will not be held to that unless action has been taken behind this act.

House rules may apply, but must have prior approval of the Chief of Police. Management reserves the right to make decisions in the best interest of the game. All management decisions are final.